

# 1<sup>st</sup> Annual NASA Starport

## 3 on 3

## Basketball Tournament

### **RULES**

- Each team must register at least three players on its roster on or before the date of the tournament on IMleagues.com. The fourth player is optional. No additions, deletions and/or changes may be made after games have started.
- The format of the tournament will be determined once all teams have entered. The format may even vary by division, depending on the number of teams within a division.
- The court monitor will be the official timekeeper/scorekeeper and will be responsible for mediating all disputes. He/she has the right to overturn a call on the court if there is a justified reason to do so. The court monitor's interpretation of the rules is final. In the event the court monitor cannot solve a dispute, a coin flip will be made to determine the outcome of the dispute.
- Physically or verbally threatening, abusing or arguing with a court monitor is cause for immediate disqualification.
- Players and/or teams may be removed from the game at the discretion of the court monitor for abusive behavior, flagrant fouls or rough play.
- Teams must be at their court at the scheduled time. A five-minute forfeit time will be strictly enforced.
- Teams must start and finish the game with at least two players.
- A coin flip at the start of the game will determine first possession.
- All games are played to 12 points (win by 1) or 12 minutes (running clock), whichever comes first.
- If the game is tied after the 12 minutes have elapsed, then the game will be completed with a sudden death point. A coin flip will determine possession.
- The "Take back" Line will be the 3 point line; the opposite team has to clear the ball behind the take back line in order for their possession to continue. After the opposing team's shot hits the rim.
- A three point shot will be worth 2 points while any other shot inside the three point line will be worth 1 point.
- After a deadball situation the ball must always be checked.



- All tie up/jump ball situations will be awarded to defense UNLESS it is a blatant tie up then it will be awarded back to the offense.
- The player who is fouled is responsible for calling the foul. Foul call must be loud, clear, & immediate.
- Have fun, play safe & respect the players and court monitors.